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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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EXAMINER

BROOME, SAID A

ART UNIT

PAPER NUMBER

2628

NOTIFICATION DATE

DELIVERY MODE

10/20/2008

ELECTRONIC

**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

mailroom@bskb.com

<b>Office Action Summary</b>	<b>Application No.</b> 10/623,646	<b>Applicant(s)</b> CHEN ET AL.	
	<b>Examiner</b> SAID BROOME	<b>Art Unit</b> 2628	

**-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --**

**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

- 1) ☒ Responsive to communication(s) filed on 25 June 2008.
- 2a) ☒ This action is **FINAL**.                      2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

- 4) ☒ Claim(s) 1,2,4-6 and 8 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1,2,4-6 and 8 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

**Application Papers**

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. § 119**

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All    b) ☐ Some \*    c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

**Attachment(s)**

- |  |   |
|--|---|
| 1) <input type="checkbox"/> Notice of References Cited (PTO-892)                     | 4) <input type="checkbox"/> Interview Summary (PTO-413)           |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date. _____                                      |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)          | 5) <input type="checkbox"/> Notice of Informal Patent Application |
| Paper No(s)/Mail Date _____  | 6) <input type="checkbox"/> Other: _____                          |

**DETAILED ACTION**

***Response to Amendment***

1. This office action is in response to an amendment filed on 6/25/08.
2. Claims 1, 4, 5 and 8 have been amended by the applicant.
3. Claims 2 and 6 are original.
4. Claims 3 and 7 have been cancelled.

***Claim Rejections - 35 USC § 103***

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 1, 2, 4-6 and 8 are rejected under 35 U.S.C. 103(a) as being unpatentable over Lee et al.(hereinafter "Lee", "*Fast head modeling for animation*") in view of Migdal et al.(hereinafter "Migdal", US Patent 6,208,347).

Regarding claim 1, Lee teaches a computer-implemented method of reconstructing a regular 3D model by feature-line segmentation (pg. 1 1<sup>st</sup> ¶ lines 1-5: "...*a method to reconstruct 3D facial model for animation...based on extracting features on a face...and modifying a generic model with detected feature points.*", Fig. 1), comprising using a computer to perform the steps of:

(a) inputting original 3D model data (sec. 2.1 3<sup>rd</sup> ¶ lines 1-4: "...*camera is used to generate range data of faces. We can convert some part of the range data in VRML format to*

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*appropriate to our need as input if necessary. We visualize the range data in front view as it is and rotate and translate to show the right and left views together as shown in Figure 3.*“, where 3D VRML range data input shown in Fig. 3(a) is initially collected from cameras to provide three-dimensional model data);

(b) building 3D feature-lines according to the original 3D model data (*shown in progression from Fig. 3(a) to Fig. 3(b)*);

(c) converting the 3D feature-lines into 3D threads wherein the 3D threads are composed of connection joints, connection lines, and loops (pg. 3 sec. 2.2 1<sup>st</sup> ¶ lines 6-9: *“To get correspondence between points from...points on a generic model...a snake is a good candidate...we add some more functions...as structure snake...”*, Fig. 3(b)), wherein the connection joints are intersection points of the 3D feature-lines, the connection lines are the 3D feature-lines between two connection joints (Fig. 3(b)), and the loops are closed zones constructed by the connection lines (pg. 3 sec. 2.2 1<sup>st</sup> ¶ lines 6-9: *“To get correspondence between points from pictures and points on a generic model, which has a defined number, a snake is a good candidate. Above the conventional snake, we add some more functions called as structure snake, which is useful to make correspondences between points on a front view and ones on a side.”* and Figs. 3(b) & 4(b), *providing a snake forming a loop outlining an outer shape of the model’s feature lines*, Fig. 2);

(e) producing a regular triangular grid sample model according to the 3D threads (Fig. 5(a)); and

(f) projecting the regular triangular grid sample model into the original 3D model to produce a reconstructed 3D model (pg. 6 sec. 2.3.2 1<sup>st</sup> ¶ lines 1-6 - pg. 7 lines 1-9: *“...to get*

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*accurate positions...We collect feature points...of corresponding points on original range data. Then we calculate Voronoi triangles of chosen feature points...The Voronoi triangles and collected points on a surface are shown in Figure 5 (a)...Then...projection of points are used...to get the corresponding accurate coordinate in a range data...Figure 5 (c) is the final result...“, where the captured feature points forming the triangular grid of Fig. 5(a) are projected onto the original range data, pg. 3 sec. 2.1 3<sup>rd</sup> ¶ lines 1-4: “...camera is used to generate range data of faces. We can convert some part of the range data in VRML format to appropriate to our need as input if necessary. We visualize the range data in front view as it is and rotate and translate to show the right and left views...“, in order to generate the reconstructed model of Fig. 5(c)). However, Lee fails to teach determining and redetermining a number of sample points on each connection line, adding or deleting the loops, outputting the 3D threads, wherein the sample points for the reconstructed 3D model located on the connection lines despite of the number of sample points;*

*Migdal teaches (d) determining sample numbers of each connection line, adding or deleting the loops, and outputting the 3D threads (col. 22 lines 38-47: “...as 6D data points are added to or removed from the mesh, the faces of the mesh change. When those faces are changed, values calculated for any 6D data points associated with the face can change...When such alterations occur, the computer system 3 must calculate new values for the affected 6D data points or rearrange their associations with particular mesh faces.” and in col. 27 lines 8-40: “...computer system 3 of the present invention can fully approximate, describe and reproduce both the basic shape contours and color details of an object with relatively few selected points...data points obtained from a laser scan of a person's face can be typically simplified from*

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*an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours and color details with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification...”, where the number of points, or density, that comprises the interconnecting lines and loops of the mesh is determined as vertices are added and deleted); and*

(g) redetermining the number of sample points on each connection line, readding or redeleting the loops, and repeating steps (e) and (f) if the reconstructed 3D model does not satisfy resolution requirements, and outputting the reconstructed 3D model if the reconstructed 3D model satisfies the resolution requirements (col. 27 lines 8-40: “...computer system 3 of the present invention can fully approximate, describe and reproduce both the basic shape contours and color details of an object with relatively few selected points...data points obtained from a laser scan of a person's face can be typically simplified from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours and color details with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification...” and in col. 9 lines 23-29: “...the present system and method maintains an optimal structure at all times during "up resolution" or "down resolution" mesh construction...Optimal construction refers to the "connectivity" of the mesh or the interconnection of the edges that join the data points and define the geometric primitives of the mesh...””, where the density of the points comprising the contour lines, or connection lines, of the mesh are continually incrementally calculated or redetermined until the desired resolution is reached);

wherein the sample points for the reconstructed 3D model are located on the connection lines despite of the number of sample points (col. 27 lines 8-21: “...*computer system 3 of the present invention can fully approximate, describe and reproduce both the basic shape contours and color details of an object with relatively few selected points. As more detail is required, a system following the up resolution selection principle can add more details by simply adding the next most significant points...data points obtained from a laser scan of a person's face can be typically simplified from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours and color details with good resolution.*“ and col. 9 lines 23-29: “...*the present system and method maintains an optimal structure at all times during "up resolution" or "down resolution" mesh construction...Optimal construction refers to the "connectivity" of the mesh or the interconnection of the edges that join the data points and define the geometric primitives of the mesh...*“, where the sampled points remain on the connection or contour lines that provide the shape of the reconstructed model are maintained regardless of the changes in resolution of the model). Therefore it would have been obvious to one of ordinary skill in the art at the time of invention to modify the snake connection lines of Lee with the determined number of connection sample points provided by Migdal because this modification would provide efficient reconstruction of a 3D model through acquiring particular feature points, instead a large amount of mesh data, and producing a reconstructed 3D model from a regular grid formed based on the feature points, whereby the structure of the 3D model is efficiently maintained using connection lines despite changes to the mesh surface.

Regarding claims 2 and 6, Lee teaches that the 3D feature-lines are based on the exterior appearance and structure of the original 3D model (pg. 2 2<sup>nd</sup> ¶ lines 1-4: “...*a fast method*

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*applied to two kinds of input to get an animatable cloning of a person...feature detection is described to get rough shape of a given face from orthogonal picture data or range data...”, and in Fig. 1: transition from range data to the feature extraction section, where the features of the outer structure of the 3D model is captured).*

Regarding claims 4 and 8, Lee illustrates combining the closed regular triangular grids of the loops as the regular triangular grid sample model (Fig. 5(a)). However, Lee fails to teach constructing regular triangular grids in each loop according to the sample points of each connection line in step (d). Migdal teaches constructing regular triangular grids in each loop according to the sample points of each connection line (col. 27 lines 22-26: “...incrementally adding 6D points of detail from the mesh until the mesh meets the resolution set by the user's specification, or until the mesh is created to the highest density...” and in col. 9 lines 23-29: “...the present system and method maintains an optimal structure at all times...Optimal construction refers to the “connectivity” of the mesh or the interconnection of the edges that join the data points and define the geometric primitives of the mesh (e.g., the triangular mesh...”, where points are incrementally inserted into the triangular grid, which provides continual generation of a mesh, as produced in step(d) of claim 1, based on the density or number of sample points of the mesh, as shown in the progression from Figs. 2c to 2d). Therefore it would have been obvious to one of ordinary skill in the art at the time of invention to modify the reconstructed 3D model of Lee with the mesh model resolution procedures of Migdal because this modification would provide accurate reconstruction of a 3D model through acquiring feature points, instead a large amount of mesh data, and producing a reconstructed 3D model from a



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regular grid formed based on the feature points, whereby the structure of the 3D model is efficiently maintained despite changes to the mesh surface.

Regarding claim 5, Lee teaches a computer-implemented method of reconstructing a regular 3D model by feature-line segmentation (pg. 1 1<sup>st</sup> ¶ lines 1-5: “...a method to reconstruct 3D facial model for animation...based on extracting features on a face...and modifying a generic model with detected feature points.”, Fig. 1), comprising using a computer to perform the steps of:

inputting original 3D model data (sec. 2.1 3<sup>rd</sup> ¶ lines 1-4: “...camera is used to generate range data of faces. We can convert some part of the range data in VRML format to appropriate to our need as input if necessary. We visualize the range data in front view as it is and rotate and translate to show the right and left views together as shown in Figure 3.”, where 3D VRML range data input shown in Fig. 3(a) is initially collected from cameras to provide three-dimensional model data);

building 3D feature-lines according to the original 3D model data (shown in progression from Fig. 3(a) to Fig. 3(b));

converting the 3D feature-lines into 3D threads wherein the 3D threads are composed of connection joints, connection lines, and loops (pg. 3 sec. 2.2 1<sup>st</sup> ¶ lines 6-9: “To get correspondence between points from...points on a generic model...a snake is a good candidate...we add some more functions...as structure snake...”, Fig. 3(b)), wherein the connection joints are intersection points of the 3D feature-lines, the connection lines are the 3D feature-lines between two connection joints (Fig. 3(b)), and the loops are closed zones constructed by the connection lines (pg. 3 sec. 2.2 1<sup>st</sup> ¶ lines 6-9: “To get correspondence

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*between points from pictures and points on a generic model, which has a defined number, a snake is a good candidate. Above the conventional snake, we add some more functions called as structure snake, which is useful to make correspondences between points on a front view and ones on a side.” and Figs. 3(b) & 4(b), providing a snake forming a loop outlining an outer shape of the model’s feature lines, Fig. 2);*

producing a regular triangular grid sample model according to the 3D threads (Fig. 5(a));  
and

projecting the regular triangular grid sample model into the original 3D model to produce a reconstructed 3D model (pg. 6 sec. 2.3.2 1<sup>st</sup> ¶ lines 1-6 - pg. 7 lines 1-9: “...to get accurate positions...We collect feature points...of corresponding points on original range data. Then we calculate Voronoi triangles of chosen feature points...The Voronoi triangles and collected points on a surface are shown in Figure 5 (a)...Then...projection of points are used...to get the corresponding accurate coordinate in a range data...Figure 5 (c) is the final result...”, where the captured feature points forming the triangular grid of Fig. 5(a) are projected onto the original range data, pg. 3 sec. 2.1 3<sup>rd</sup> ¶ lines 1-4: “...camera is used to generate range data of faces. We can convert some part of the range data in VRML format to appropriate to our need as input if necessary. We visualize the range data in front view as it is and rotate and translate to show the right and left views...”, in order to generate the reconstructed model of Fig. 5(c)).

However, Lee fails to teach determining a number of sample points on each connection line, adding or deleting the loops, outputting the 3D threads, wherein the sample points for the reconstructed 3D model located on the connection lines despite of the number of sample points;

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Migdal teaches determining sample numbers of each connection line, adding or deleting the loops, and outputting the 3D threads (col. 22 lines 38-47: *"...as 6D data points are added to or removed from the mesh, the faces of the mesh change. When those faces are changed, values calculated for any 6D data points associated with the face can change...When such alterations occur, the computer system 3 must calculate new values for the affected 6D data points or rearrange their associations with particular mesh faces."*, col. 27 lines 8-26: *"...computer system 3 of the present invention can fully approximate, describe and reproduce both the basic shape contours and color details of an object with relatively few selected points...data points obtained from a laser scan of a person's face can be typically simplified from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...incrementally adding...detail from the mesh until the mesh meets the resolution set by the user's specification, or until the mesh is created to the highest density..."*, where the number of sample points, or density, that comprise the contour connection lines and loops of the mesh are determined as vertices are added and deleted);

wherein the sample points for the reconstructed 3D model are located on the connection lines despite of the number of sample points (col. 27 lines 8-21: *"...computer system 3 of the present invention can fully approximate, describe and reproduce both the basic shape contours and color details of an object with relatively few selected points. As more detail is required, a system following the up resolution selection principle can add more details by simply adding the next most significant points...data points obtained from a laser scan of a person's face can be typically simplified from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours and color details with good resolution."* and col. 9 lines 23-

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29: "...the present system and method maintains an optimal structure at all times during "up resolution" or "down resolution" mesh construction...Optimal construction refers to the "connectivity" of the mesh or the interconnection of the edges that join the data points and define the geometric primitives of the mesh...", where the sampled points remain on the connection or contour lines that provide the shape of the reconstructed model are maintained regardless of the changes in resolution of the model). Therefore it would have been obvious to one of ordinary skill in the art at the time of invention to modify the reconstructed 3D model of Lee with the mesh model resolution procedures of Migdal because this modification would provide accurate reconstruction of a 3D model through acquiring feature points, instead a large amount of mesh data, and producing a reconstructed 3D model from a regular grid formed based on the feature points, whereby the structure of the 3D model is efficiently maintained despite changes to the mesh surface.

### ***Response to Arguments***

Applicant's arguments filed 6/25/08 have been fully considered but they are not persuasive.

The applicant states on pg. 7 3<sup>rd</sup> ¶ lines 1-3 of the remarks that the 35 U.S.C. 112, second paragraph rejection of claims 1, 2, 4-6 and 8 should be withdrawn. however, claims 1, 2, 4-6 and 8 remain rejected under 35 U.S.C. 112, second paragraph for reasons provided in the above office action.

The applicant argues on pg. 7 5<sup>th</sup> ¶ line 1 - pg. 8 1<sup>st</sup> ¶ line 3 of the remarks that the references do not disclose or suggest determining a number of sample points on each connection

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line and the sample points for the reconstructed 3D model are located on the 3D connection lines despite of the number of the sample points, which is provided in claims 1 and 5. However, Migdal provides determination of the density, or number of sample points, that comprise the connection lines (col. 27 lines 8-26: “...*computer system 3 of the present invention can fully approximate, describe and reproduce...the basic shape contours...of an object...from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification, or until the mesh is created to the highest density ...*”), in which the points comprising the connection lines, or contour lines, remain despite changes in the number of samples points (col. 27 lines 22-26: “...*incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification, or until the mesh is created to the highest density ...*”).

The applicant argues on pg. 8 2<sup>nd</sup> ¶ lines 5-6 of the remarks that the connection lines are obtained before the number of sample points are determined. However, Migdal teaches that the contour lines, or connection lines of the model are obtained prior to determining the optimal density or number of sample points on the surface of the mesh (col. 27 lines 8-26: “...*computer system 3 of the present invention can fully approximate, describe and reproduce...the basic shape contours...of an object...from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification...to the highest density ...*”), therefore the connection lines are obtained before the number of sample points are determined.

The applicant argues on pg. 8 3<sup>rd</sup> ¶ lines 3-9 - pg. 9 3<sup>rd</sup> ¶ lines 1-3 of the remarks that Lee simply discloses obtaining the features points from the generic 3D model first, and then used the "snake" to obtain the correspondence between those points (see Sections 2.2 and 2.2.1 of Lee), and the "snake" (i.e., the line between points) is obtained *after* the feature points are determined. Therefore, the number of the feature points is *fixed* before the snake is obtained and accordingly, Lee fails to teach "determining a number of sample points on each connection line" as recited in claims 1 and 5. In addition, applying Migdal's teachings of adding/removing original 6D data points to Lee still fails to teach "determining a number of sample points on each connection line" as recited in claims 1 and 5. However, Migdal provides determination of the number of sample points by providing calculation of an optimal density, or number of sample points, for the points which comprise the contours, or connection lines of the surface of the mesh object (col. 27 lines 8-26: "...computer system 3 of the present invention can fully approximate, describe and reproduce...the basic shape contours...of an object...from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification...to the highest density ..."), therefore modification of the generated points that reside on the snake lines of Lee with the repeatedly calculated sample points that reside on the contour lines of Migdal would have been obvious to one of ordinary skill in the art at the time of invention because this modification would provide optimal rendering of a mesh surface containing points that form snake, or connection, lines on the surface through enabling repeated alteration to the number of contour connection line sample points rendered on the mesh surface that is performed based on the desired number of points or

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resolution, to provide the most optimal surface rendering with respect to the available processing resources or user preferences.

The applicant argues on pg. 8 3<sup>rd</sup> ¶ line 9 - pg. 9 1<sup>st</sup> ¶ line 5 of the remarks that even if the number of the feature points were changeable after the snake is obtained, Lee has to obtain a *new* snake due to the change of the number of the feature points and in addition, the feature points are the original data from the 3D generic model, not the points obtained from the snake. Lee simply discloses that the snake is obtained by connecting the feature points, but fails to teach that the feature points are obtained from the snake. Unlike Lee, in the present invention, the sample points are obtained from the connection lines, which is opposite to Lee. However, Migdal teaches that points comprising the contour, or connection, lines of a mesh surface are utilized to determine the density, or number of sample points, which comprise the surface (col. 27 lines 8-26: “...computer system 3 of the present invention can fully approximate, describe and reproduce...the basic shape contours...of an object...from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification...to the highest density ...”).

The applicant argues on pg. 9 2<sup>nd</sup> ¶ lines 3-8 of the remarks that Migdal in col. 22, lines 38-47 discloses that the 6D data points can be added or removed, those data points are the *original* data points, not the samples points from any lines, however, Migdal nowhere discloses obtaining any connection lines as recited in claims 1 and 5. However, Migdal teaches obtaining connection or contour lines from sample points (col. 27 lines 8-26: “...computer system 3 of the present invention can fully approximate, describe and reproduce...the basic shape contours...of

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*an object with relatively few selected points...data points obtained from a laser scan of a person's face can be typically simplified from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...incrementally adding...detail from the mesh until the mesh meets the resolution set by the user's specification, or until the mesh is created to the highest density...“, where the contours or connection lines, provide the number of points, or density, that comprise the lines rendered on the surface of the mesh object, as recited in claims 1 and 5).*

The applicant argues on pg. 9 2<sup>nd</sup> ¶ line 3-8 of the remarks that Migdal simply teaches using more or less original data points to change the resolution, but fails to teach obtaining any sample points from a non-existing line and therefore, fails to teach determining a number of sample points on each connection line as recited in claims 1 and 5. However, Migdal provides determination of the number of sample points of a mesh surface by providing calculation of a density, or number of sample points, for the points which comprise the contours, or connection lines of the surface of the mesh (col. 27 lines 8-26: “...computer system 3 of the present invention can fully approximate, describe and reproduce...the basic shape contours...of an object...from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification...to the highest density ...“), therefore the modification the points that reside on the snake lines of Lee with the recalculated sample points that reside on the contour lines of Migdal would have been obvious to one of ordinary skill in the art at the time of invention because this modification would provide efficient rendering of a mesh surface through enabling successive change to the number of



sample points that comprise the connection, or contour lines, rendered on the mesh surface based on the desired resolution, or number of points that are defined to comprise the connection lines.

The applicant argues on pg. 9 3<sup>rd</sup> ¶ lines 1-6 of the remarks that applying Migdal's teachings of adding/removing original 6D data points to Lee still fails to teach determining a number of sample points on each connection line as recited in claims 1 and 5, in which even if the number of the feature points (like original 6D data points) were changeable, Lee has to obtain a new snake because the previous snake is useless due to the change of the number of the feature points and the feature points or 6D data points are the original data, not the points obtained from the snake. However, Migdal determines the number of sample points on the connection lines or contour line through determination of the density, or number of sample points that comprise the mesh forming the contour connection lines of the generated facial model (col. 27 lines 8-26: *"...computer system 3 of the present invention can fully approximate, describe and reproduce...the basic shape contours...of an object...from an initial set of 100,000 data points to a mesh of a few thousand data points which describe the contours...with good resolution...incrementally adding...points of detail from the mesh until the mesh meets the resolution set by the user's specification...to the highest density ..."*), therefore the modification of the snake line points of Lee with the repeatedly calculated contour line sample points provided by Migdal would have been obvious to one of ordinary skill in the art at the time of invention because this modification would save computational resources through enabling repeated change of the number of sample points rendered on the mesh surface based on a desired mesh surface resolution, thereby enabling an optimal mesh surface rendering that provides the best surface rendering possible with respect to the available processing resources.

*Conclusion*

**THIS ACTION IS MADE FINAL.** Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to SAID BROOME whose telephone number is (571)272-2931. The examiner can normally be reached on M-F 8:30am-5pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Ulka Chauhan can be reached on (571)272-7782. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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